

Listing of Claims:

1. (currently amended) A gaming method, comprising:
enabling a gaming device to receive receiving funds from a player for use on a gaming device;
enabling receipt of a denomination for wagering, wherein the denomination is not a standard currency denomination;
determining a number of full and partial credits available for the wagering based on the received funds and the inputted denomination, wherein the denomination is not a standard currency denomination; and
converting the funds received from the player into credits, wherein each credit has a value less than a smallest denomination for standard currency;
enabling the player to play a game on the gaming device for partial credits, full credits, or both partial and full credits.
displaying the credits on the gaming device to the player;
receiving a player's wager, wherein the player wager comprises one or more credits, and the player's wager does not have a total value equal to standard currency denominations; and
presenting a game of chance to the player in exchange for the player's wager.
- 2-9. (canceled)
10. (currently amended) The gaming method of claim 9, wherein the partial credits are expressed as decimals.
11. (currently amended) The gaming method of claim 9, wherein the partial credits are expressed as fractions.
- 12-14. (canceled)
15. (currently amended) The gaming method of claim 1, further comprising setting enabling ~~a game operator to determine a maximum denomination credit value.~~

16. (previously presented) The gaming method of claim 1, further comprising setting enabling a game operator to determine a minimum denomination credit value.

17. (currently amended) The gaming method of claim 1, further comprising setting an incremental rate by which the player can increase or decrease the denomination credit value.

18-19. (canceled)

20. (currently amended) A gaming method, comprising:
receiving funds from the player for use on a gaming device;
receiving player input selecting a credit value that is less than a smallest denomination for standard currency;

determining a number of ~~full and partial~~ credits available for wagering based upon both a player's the funds received from the player and a ~~non-standard-currency denomination~~ inputted the credit value selected by the player;

enabling the player to wager ~~full credits, partial credits, or both full and partial credits.~~

displaying the credits on the gaming device to the player;

receiving a player's wager, wherein the player's wager comprises one or more credits, and the player's wager does not have a total value equal to standard currency denominations; and
presenting a game of chance to the player in exchange for the player's wager.

21-22. (canceled)

23. (currently amended) The gaming method of claim 20, further comprising setting a maximum ~~denomination~~ credit value.

24. (currently amended) The gaming method of claim 20, further comprising setting a minimum ~~denomination~~ credit value.

25-28. (canceled)

29. (currently amended) The gaming method of claim 20, further comprising scaling a pay table according to the credit value selected by the player, wherein the game is adapted to award

~~at least one prize having a value, further comprising correlating the value of the prize to a wager including partial credits.~~

30-32. (canceled)

33. (currently amended) A gaming device, comprising:
a game display adapted to present a game of chance to a player;
a player input device for playing the game;
a value acceptor configured to accept a voucher having a value from the player; and
a controller in communication with the value acceptor, wherein the controller is
configured to determine a number of ~~full credits and partial credits~~ available for play by dividing
the value of the voucher by a credit value, the credit value being inputted by the player, wherein
~~the credit value is less than a smallest denomination for not a standard currency, denomination~~
and wherein the controller is configured to allow the player to play a game with a wager
comprising one or more credits, and the wager does not have a total value equivalent to standard
currency denominations; that comprises a partial credit; and
a display for presenting the number of available credits.

34-35. (canceled)

36. (currently amended) The gaming device of claim 33, wherein the controller is
configured to allow a game operator to set a maximum and minimum credit value.

37-38. (canceled)

39. (previously presented) The gaming device of claim 33, further comprising a voucher
printer.

40. (canceled)

41. (currently amended) A gaming device, comprising:
a game display configured to present a player with a game of chance;
a value acceptor configured to accept funds via a voucher;

an input device configured to allow a player to select a credit value; of a wager, wherein the credit value being less than a smallest denomination for standard currency; includes values other than a standard currency denomination in which currency is issued or an integral multiple thereof;

a controller configured to store the credit value selected by the player; and

accepting a wager for the game of chance, at least a partial credit, wherein the partial credit is based on the credit value and the funds; wherein the wager comprises one or more credits, and the wager does not have a total value equal to standard currency denominations.

42. (canceled)

43. (original) The gaming device of claim 41, wherein the controller is configured to allow an operator to set a maximum and minimum credit value.

44-45. (canceled)

46. (previously presented) The gaming device of claim 45, further comprising a display configured to display the number of full and partial credits available for play to the player.

47. (canceled)

48. (currently amended) The gaming device of claim 33, wherein the ~~the~~ standard currency denomination is a coin selected from the group consisting of \$0.01, \$0.05, \$0.10, \$0.25, and \$1.00.

49. (new) The method of claim 1, wherein the smallest denomination for standard currency is \$0.01.

50. (new) The method of claim 1, wherein the standard currency denominations are \$0.01, \$0.05, \$0.10, \$0.25, or \$1.00.

51. (new) The method of claim 20, wherein the smallest denomination for standard currency is \$0.01.

52. (new) The method of claim 20, wherein the standard currency denominations are \$0.01, \$0.05, \$0.10, \$0.25, or \$1.00.

53. (new) The gaming device of claim 33, wherein the smallest denomination for standard currency is \$0.01.

54. (new) The gaming device of claim 33, wherein the standard currency denominations are \$0.01, \$0.05, \$0.10, \$0.25, or \$1.00.

55. (new) The gaming device of claim 41, wherein the smallest denomination for standard currency is \$0.01.

56. (new) The gaming device of claim 41, wherein the standard currency denominations are \$0.01, \$0.05, \$0.10, \$0.25, or \$1.00.